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**Web**Results 1 - 10 of about 92,300 for virtual space enclosure. (0.27 seconds)Cyberedge Lexicon and Dictionary of Acronyms

... The user enters the **space** defined by the **enclosure** in order to interact with a ...  
 Cyberspace: A **virtual space**, occupied by one or more human beings, created and ...  
[www.cyberedge.com/3d1.html](http://www.cyberedge.com/3d1.html) - 15k - [Cached](#) - [Similar pages](#)

the future: **virtual space**, surfaces, and traditional japanese ...

... architecture where the rendering of the **enclosure** has taken ... It will see how **space** making has changed to ... and also the implications of **virtual space** making on ...  
[www.designcommunity.com/discussion/2338.html](http://www.designcommunity.com/discussion/2338.html) - 14k - [Cached](#) - [Similar pages](#)

**Virtual** and Cyberspace Quotes

... so far as moving from one place/**enclosure** to another does not require the physical **space-time** journey ... **Virtual** reality, for example, strikes me as a high ...  
[uregina.ca/~gingrich/vq.htm](http://uregina.ca/~gingrich/vq.htm) - 8k - [Cached](#) - [Similar pages](#)

J. Bury: **Virtual Space** in Byron's Poetry

... his essential humanity" (333) and a stark contrast to the **virtual space** experience ... with due precision" (11.68.7-8). The carefully circumscribed **enclosure** of the ...  
[prometheus.cc.emory.edu/panels/3A/J.Bury.html](http://prometheus.cc.emory.edu/panels/3A/J.Bury.html) - 32k - [Cached](#) - [Similar pages](#)

The Nature of Cyberspace

... Is the **enclosure** of **space** even necessary in the **virtual** realm? Without gravity, walls and other markings of **enclosure** certainly ...  
[www.hitl.washington.edu/people/dace/portfoli/crit35.html](http://www.hitl.washington.edu/people/dace/portfoli/crit35.html) - 11k - [Cached](#) - [Similar pages](#)

CHAPTER II

... presentation of **virtual** exhibitions as a visualization tool for lighting phenomena significant to this region. By using a metaphor for **space** and **enclosure** for ...  
[www.orangehaus.com/documents/chapter2.html](http://www.orangehaus.com/documents/chapter2.html) - 18k - [Cached](#) - [Similar pages](#)

Position Paper

... views, which draw the eye toward different aspects of the spatial **enclosure**. ... When navigating through **virtual space** we need cognitive cues which confirm either ...  
[www.crg.cs.nott.ac.uk/~jgt/WWW5.html](http://www.crg.cs.nott.ac.uk/~jgt/WWW5.html) - 12k - [Cached](#) - [Similar pages](#)

**Virtual** Exhibition

... Parts of the **enclosure** will (dis)appear depending on the viewing angles. ... Exhibition 4: Infinity. Infinity studies volume and dimension of the **virtual space**. ...  
[www.arch.usyd.edu.au/kcdc/journal/vol4/gu/exhibition.html](http://www.arch.usyd.edu.au/kcdc/journal/vol4/gu/exhibition.html) - 16k - [Cached](#) - [Similar pages](#)

Pohjoinen Valo Museo: Visualizing Light through a **Virtual** Museum

... The **virtual** museum is the product of an architectonic formula, one that combines metaphors of physical **space** and **enclosure** with the principles of contemporary ...  
[www.ejid.org/jid\\_frame.cfm?window=mainwin&ID=967&CFID=574621&CFTOKEN=13850551](http://www.ejid.org/jid_frame.cfm?window=mainwin&ID=967&CFID=574621&CFTOKEN=13850551) - 68k - [Cached](#) - [Similar pages](#)

Lorne Haycock - 5th Yr. Dissertation - Digital Meditations.

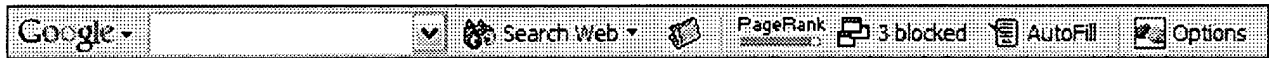
... a building, such as the sensation of **enclosure** cannot be ... Morphing study for plaza **space** in VGM ... Architecture to design and develop the **Virtual** Guggenheim Museum ...

[www.haycock.fsbusiness.co.uk/diss8.htm](http://www.haycock.fsbusiness.co.uk/diss8.htm) - 25k - [Cached](#) - [Similar pages](#)

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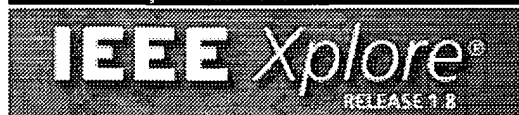


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1 **Virtuosity: performing virtual network resource management**

*Campbell, A.T.; Vicente, J.; Villela, D.A.;*

Quality of Service, 1999. IWQoS '99. 1999 Seventh International Workshop on , 31 May-4 June 1999

Pages:65 - 76

[\[Abstract\]](#)   [\[PDF Full-Text \(980 KB\)\]](#)   IEEE CNF

2 **Virtual network resources management: a divide-and-conquer approach for the control of future networks**

*Jun, A.D.-S.; Leon-Garcia, A.;*

Global Telecommunications Conference, 1998. GLOBECOM 98. The Bridge to Global Integration. IEEE , Volume: 2 , 8-12 Nov. 1998

Pages:1065 - 1070 vol.2

[\[Abstract\]](#)   [\[PDF Full-Text \(572 KB\)\]](#)   IEEE CNF

3 **Provision and customization of ATM virtual networks for supporting IP services**

*Ng, W.; Boutaba, R.; Leon-Garcia, A.;*

ATM Workshop, 1999. IEEE Proceedings , 24-27 May 1999

Pages:205 - 210

[\[Abstract\]](#)   [\[PDF Full-Text \(552 KB\)\]](#)   IEEE CNF

4 **Scheduling algorithms for bounded delay service in virtual networks**

*Garg, R.; Saran, H.;*

Global Telecommunications Conference, 1999. GLOBECOM '99 , Volume: 2 , 1999

Pages:1318 - 1322 vol.2

[\[Abstract\]](#)   [\[PDF Full-Text \(416 KB\)\]](#)   IEEE CNF

**5 Virtual networks of the future-converging public and private IN***Swale, R.;*

Virtual Networking, IEE Colloquium on , 28 Oct 1993

Pages:6/1 - 6/5

[\[Abstract\]](#) [\[PDF Full-Text \(264 KB\)\]](#) IEE CNF**6 Exploring virtual network selection algorithms in DSM cache coherence protocols***Chaudhuri, M.; Heinrich, M.;*

Parallel and Distributed Systems, IEEE Transactions on , Volume: 15 , Issue:

8 , Aug. 2004

Pages:699 - 712

[\[Abstract\]](#) [\[PDF Full-Text \(1576 KB\)\]](#) IEEE JNL**7 Spawning networks***Campbell, A.T.; Kounavis, M.E.; Villela, D.A.; Vicente, J.B.; De Meer, H.G.; Miki, K.; Kalaichelvan, K.S.;*

Network, IEEE , Volume: 13 , Issue: 4 , July-Aug. 1999

Pages:16 - 29

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Parallel &amp; Distributed Technology: Systems &amp; Applications, IEEE [see also IEEE Concurrency] , Volume: 1 , Issue: 4 , Nov. 1993

Pages:41 - 57

[\[Abstract\]](#) [\[PDF Full-Text \(1744 KB\)\]](#) IEEE JNL**9 Shrinking network development time-scales: flexible virtual networks***Leslie, I.M.;*

Electronics &amp; Communication Engineering Journal , Volume: 11 , Issue: 3 , June 1999

Pages:149 - 154

[\[Abstract\]](#) [\[PDF Full-Text \(548 KB\)\]](#) IEEE JNL**10 The Genesis Kernel: a virtual network operating system for spawning network architectures***Campbell, A.T.; De Meer, H.G.; Kounavis, M.E.; Miki, K.; Vicente, J.; Villela, D.A.;*

Open Architectures and Network Programming Proceedings, 1999. OPENARCH '99. 1999 IEEE Second Conference on , 26-27 March 1999

Pages:115 - 127

[\[Abstract\]](#) [\[PDF Full-Text \(1032 KB\)\]](#) IEEE CNF**11 Virtual network representations of information warfare battlespace***Jo, K.Y.; Dockery, J.T.;*

Military Communications Conference, 1998. MILCOM 98. Proceedings., IEEE , Volume: 2 , 18-21 Oct. 1998

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**12 The evolution of network-based corporate networks**

*Nisbet, R.; Sells, R.; Ross, B.;*

TENCON '93. Proceedings. Computer, Communication, Control and Power Engineering. 1993 IEEE Region 10 Conference on , Issue: 0 , 19-21 Oct. 1993  
Pages: 471 - 474 vol.1

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*Leon-Garcia, A.; Mason, L.G.;*

Communications Magazine, IEEE , Volume: 41 , Issue: 7 , July 2003  
Pages: 102 - 109

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*Rosenbaum, F.; Jha, S.; Boustead, P.; Safaei, F.;*

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Pages: 2117 - 2121 Vol.4

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*Vanem, E.; Dao Tran Van; Do Van Thanh;*

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Pages: 223 - 227 vol.1

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